

ZACH BOEMER

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github.com/zachboemer ◇ boemer.dev

EDUCATION

Texas State University, San Marcos

August 2018 - August 2021

Bachelor of Science in Computer Science

Texas A&M University, College Station

July 2016 - May 2018

TECHNICAL SKILLS

Languages & Frameworks

PHP, C#, Magento, Java, SQL, JavaScript, C++, Python

Software & Tools

Git, Jira, JetBrains, Visual Studio

WORK EXPERIENCE

CJPonyParts, Harrisburg, PA

March 2022 - Present

Backend Web Developer

- Actively participated in code reviews and QA processes for fellow engineers, providing constructive feedback and ensuring adherence to best practices
- Integrated RESTful APIs to facilitate seamless communication with third-party services
- Developed an innovative solution to obfuscate 3D files on the site, significantly reducing the risk of unauthorized access and theft

ShoppingGives, Chicago, IL

December 2021 - May 2022

Jr Software Engineer

- Responsible for designing, building, and maintaining back-end services such as APIs and databases for the e-commerce platform
- Implemented micro-services from the ground up aligning with CQRS and event-sourcing methodologies
- Reduced query times by 80% on high-frequency requests
- Actively participated in grooming, pointing, and planning meetings as a part of the agile sprint process

RELEVANT COURSEWORK

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|--------------------------|--------------------------------|
| • Object Oriented Design | • Data Structures & Algorithms |
| • Parallel Programming | • Software Engineering |
| • Computer Architecture | • UNIX System Programming |

PROJECTS

News Aggregator

Developed a full-stack web application that aggregates and filters news articles from an external API. Implemented a RESTful API to handle communication between the React frontend and Flask backend. This project also utilizes axios for making API calls and uses React Router for client-side routing.

Quadtree Image Generator

Developed a python program that receives the name of a .pgma file and a variance threshold as inputs, then recursively divides the image into quadrants while the variance of the quadrant exceeds the threshold. The program would then save the new image in the local directory.